Shawn Brixey

Professor; Affiliate Faculty at VCU College of Engineering

Richmond, VA, US

Affiliate Faculty in Computer Science, former Dean School of the
Arts.

Biography

Shawn Brixey is a tenured professor in arts and engineering at Virginia Commonwealth University (VCU), and the former Dean School of the Arts at VCU (VCUarts). Brixey is an artist, educator, researcher, writer, and inventor working primarily at the interface of art, technology and culture. Preceding his appointment as Dean at VCU, Brixey was Dean of The School of the Arts, Media, Performance and Design (AMPD) at York University in Toronto, Canada. AMPD is one of the largest and most comprehensive creative industries Faculty in North America. Brixey is the former Floyd and Delores Jones Endowed Chair for Arts, as well as Co-Founder and former Director of the pioneering research centre and doctoral program DXARTS (The Center for Digital Arts and Experimental Media) at the University of Washington, Seattle. He was also the founder of the Digital Media Program at the University of California Berkeley, and Director of their Center for Digital Art and New Media Research. A graduate of MIT?s Media Laboratory, Brixey has exhibited art and technology works internationally, including Documenta, the Deutscher Kunstlerbund, Karlsruhe, The Cranbrook Art Museum, The MIT Museum, The Contemporary Art Center of Cincinnati, The Chicago Art Institute, The 1998 Winter Olympics, The first American Design and Architecture Triennial at the Cooper Hewitt National Design Museum, New York, AME at Arizona State University, The Henry Art Gallery, University of Washington, The Berkeley Art Museum and the European Union Capital of Culture. Brixey has received all levels of major grants and awards to support his research including: Apple Computer, The Intel Corporation, The National Science Foundation, The National Endowment for the Arts, The Corporation for Public Broadcasting, Hughes Aircraft and The Rockefeller Foundation.

Industry Expertise

Think Tanks, Museums and Institutions, Entertainment, Design, Animation, Motion Pictures and Film, Research

Areas of Expertise

Immersive Media, Film & Video Production, Stereoscopy, Computer Graphics, Spatial Imaging, Holography, Virtual and Augmented Reality

Education

Massachusetts Institute of Technology

Masters of Science | Advanced Visual Studies Media Arts and Sciences | Computer Graphics | Spatial Imaging | Stereoscopy | Holography